JALECO™

NES-3L-USA

RYNE SANDBERG PLAYS

Bases Loaded® 3™

INSTRUCTION MANUAL

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Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
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  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco game*s before they're released*! You could be selected as a **Jaleco *Major Player*!**

Here's what you get if you don't join:

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Here's how to join:

- **Find the Jaleco *Major Player's Membership/Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

INTRODUCTION

Playball — like you've never played it before! *Ryne Sandberg Plays Bases Loaded 3* not only offers you the great graphics, sound, and gameplay you've come to expect of Jaleco's *Bases Loaded* series of games, but also adds the most demanding baseball challenge possible — to play the perfect game!

Sure, we've also changed the fielding perspective to a centerfield camera point of view to make fielding more realistic. And we've made fielders much larger than they have been in any other *Bases Loaded* games. We've also added an EDIT team so that you can alter the statistics of the players. And yes, we've added the choice of three ballparks, each with unique characteristics. And of course you can make diving stops and leaping grabs, throw curves and changeups, make lineup changes, bunt, steal bases, and everything else you expect from a great baseball game. But the biggest difference in *Bases Loaded 3* is the challenge it makes to you — can you play the perfect game?

With *Bases Loaded 3*, winning the game is only part of the challenge of a one-player game against the computer. You won't beat *Bases Loaded 3* unless you play a perfect game against the toughest team we can throw at you. And in two-player head-to-head games, expect nothing less than exhiliration! If you're anything like those of us at Jaleco who have played the game together, you'll

scream at your player for making a bad throw, you'll taunt your opponent with biting sarcasm when his baserunner gets caught off third base, and you'll laugh together when your opponent scores seven runs in the bottom of the ninth to tie the game 15-15. We're pretty sure you're going to have a good time with this game — **because we sure do!**

And how does Ryne Sandberg fit into all of this? It's pretty simple. We can't think of a more perfect player to help us get across to you the idea that we think we have the perfect game (well, near-perfect anyway). Ryne Sandberg is as close to perfect as any player in baseball. Take fielding, for example. Sandberg has won eight Gold Glove awards. He shares the all-time record for the highest fielding percentage among second basemen. He holds the all-time record for most consecutive errorless games among second basemen. Or take hitting. Sandberg led the National League in homeruns in 1990 with 40. His career batting average is closing in on .290 and climbing. Or take baserunning. Sandberg has averaged about 30 stolen bases per season for his career. Your game will have to be as good as Ryne Sandberg's game in order for you to beat our game. And besides, Ryne Sandberg really does play video games, and he really does love *Bases Loaded 3*.

Jaleco and Ryne Sandberg want to know — can you play the perfect game?

OBJECT OF THE GAME

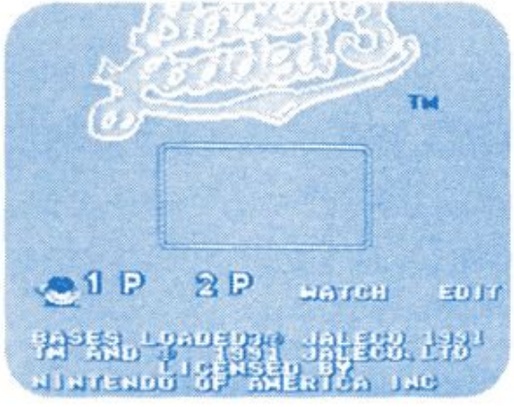
READ THIS OR YOU'LL STRIKE OUT!

Just score more runs than the other team, right? Only partly right! You not only have to beat the other team, you also must play the perfect game in doing so in order to beat *Bases Loaded 3*. The 130 game seasons you might be familiar with from *Bases Loaded* and *Bases Loaded II* are gone, because we figured you were ready for a brand new challenge in *Bases Loaded 3* — the ultimate challenge.

In one-player games, you're play is rated in 13 categories. Every time you mess up, the computer's rating system deducts a certain number of points from your starting total of 100 points. There are five levels of difficulty. Based on your rating, you can work your way up from playing a Level 1 team in the first game to playing higher level teams. You can even jump straight from playing a Level 1 team to playing a Level 5 team if you're good enough. Your ultimate goal is to defeat a Level 5 team *and* to get a perfect 100 rating! Any time you lose a game, regardless of the level of your opponent, you'll be dropped back to Level 1. See the section entitled *The Rating System* for more details.

Note: There is a "slaughter" rule in *Bases Loaded 3*. When a team is ahead by nine runs or more in the bottom of any inning, the game is stopped at that point and the team with the big lead gets the win without having to finish the game.

GETTING STARTED



1. Place the *Bases Loaded 3* cartridge (label side up) into your NES and turn on the unit. The title screen appears.
2. Choose a one-player game (1P), a two-player game (2P), a game you want to watch rather than play (WATCH), or EDIT (to change the statistics of the players on the EDIT team) by pressing left or right on the Control Pad to position the little guy on the screen next to the choice you wish to make. If you don't make a selection within 10 seconds or so, the game goes into demo mode. To get back to the title screen from demo mode, press START (or the A button).
3. Press START (or the A button).
4. Next, you are given the option to have music during the game or to turn the music off. Note that the sound effects will be audible during a game regardless of your choice. Press left or right on the Control Pad to position the character on the screen next to the choice you wish to make. Then press START (or the A button).
5. A screen appears that explains that your goal is not only to outscore the opponent, but also to get a perfect rating of 100 against a Level 5 team. To skip this screen, press the A button.

WATCHING GAMES

If you're really laid back, you can pick two teams and just watch 'em play by selecting WATCH from the title screen and then following the directions for choosing teams, stadiums, and lineups.

THE EDIT TEAM

Select EDIT from the title screen, then choose MUSIC on or off. The EDIT screen will appear. To change the stats of a player on the EDIT team, first press up or down on the Control Pad to position the red selection arrow next to the player whose stats you wish to edit and press the A button. The player's stats will appear in the upper left-hand portion of the screen. To change a player's name, press right on the Control Pad while the selection arrow is aligned with the player's name. Now press up or down to cycle through the letters of the alphabet until the letter you want appears. Press right again to move to the next letter and repeat the process. When you've finished changing letters, press left until the selection arrow moves back to the left of the player's name.

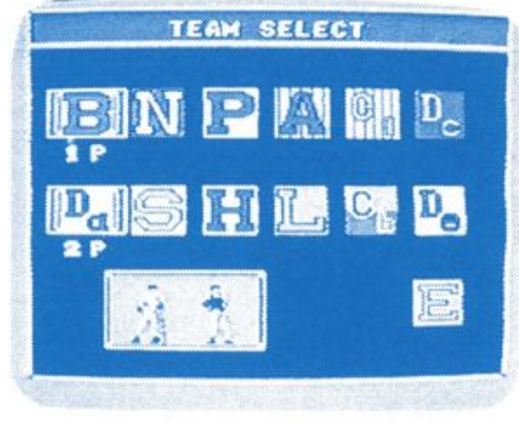
To change the batting average, press down to move the selection arrow next to "AV." Now press right. Next, press up to lower the player's batting average or press down to raise the batting average. When you're done, press left. Press down to move on to homeruns and repeat the process. Do the same for "RUN"

(player's speed) and "BOX" (the side of the plate the player hits from). When you're finished changing a player's stats, press the A button. Then select the next player whose stats you wish to alter and repeat the entire process. Nine hitters for you to choose from are shown at one time. Keep pressing down to cycle through the rest of the players. To reach the pitchers, get to the bottom of the list of hitters and press down. For pitchers, you can change the pitcher's name, earned run average, stamina, speed, and throwing arm.

For batters, the maximum average is .496. The maximum for homeruns and speed is 60. For pitchers, the lowest possible ERA is 0.07. The maximum for stamina and speed is 99. Go ahead, build yourself a team of .496 hitters capable of Ruthian homerun statistics and incredible speed and 100 mile an hour pitchers that never tire.

When you're ready to leave the EDIT screen, press START.

CHOOSING TEAMS



Press left, right, up, or down on the Control Pad to highlight the team you want to use ("1P" appears under the highlighted team). Then press the A button to select that team. Next, choose the computer team (in a one-player game) or have Player 2 select a team (in a two-player game)

in the same manner described above. In a two-player game, it's possible for both players to select the same team.

There are 13 teams to choose from, including the EDIT team. The top row of teams makes up the Eastern Division and the bottom row of teams makes up the Western Division. Western Division teams use a designated hitter, whereas Eastern Division teams do not. If you choose an Eastern Division team and your opponent uses a Western Division team, you will be at a slight disadvantage because your opponent will have a designated hitter in the lineup and you will not. See the section entitled *Team Rosters* for more details about each team.

Note that if you want to alter the EDIT team's player statistics, you must choose EDIT from the title screen and make the alterations *before* you select EDIT from the TEAM SELECT screen.

CHOOSING A STADIUM

You can choose to play in any of three stadiums. Press left or right on the Control Pad to highlight the stadium you want. Then press the A button.

Aside from the fact that the stadiums each have a different appearance, the primary difference between the stadiums has to do with the number of homeruns hit. In general, the

closer the walls are to home plate, the more homeruns there are likely to be in that stadium.

Here are the dimensions of the three stadiums:

DISTANCE FROM HOME PLATE TO OUTFIELD WALL

STADIUM	LEFT FIELD	CENTER FIELD	RIGHT FIELD
CHICAGO	355 ft.	400 ft.	353 ft.
LOS ANGELES	318 ft.	408 ft.	314 ft.
NEW YORK	330 ft.	400 ft.	330 ft.

CHANGING YOUR LINEUP

After you select a stadium, the STARTING ORDER SELECT screen appears. The current starting lineup appears on the left side of the screen. Players available on the bench appear on the right side of the screen. There are some awfully good players on the bench, so we advise you to

make substitutions freely rather than simply accepting the default lineup presented to you.

The batting average and number of homeruns are given for each position player in addition to their orientation in the batter's box (left or right as indicated by "L" or "R"). For pitchers, earned run average and stamina rating are given in addition to "L" or "R" to indicate whether they are left- or right-handed. The higher the stamina rating, the more pitches a pitcher can throw without tiring. You probably want to use a pitcher with a stamina rating in the high 30's or in the 40's as your starter.

You can see the statistics for players in the starting lineup one player at a time. Press up or down on the Control Pad to move the red selection arrow from player to player. The statistics for the player whose name is next to the arrow appear in the lower left-hand portion of the screen.

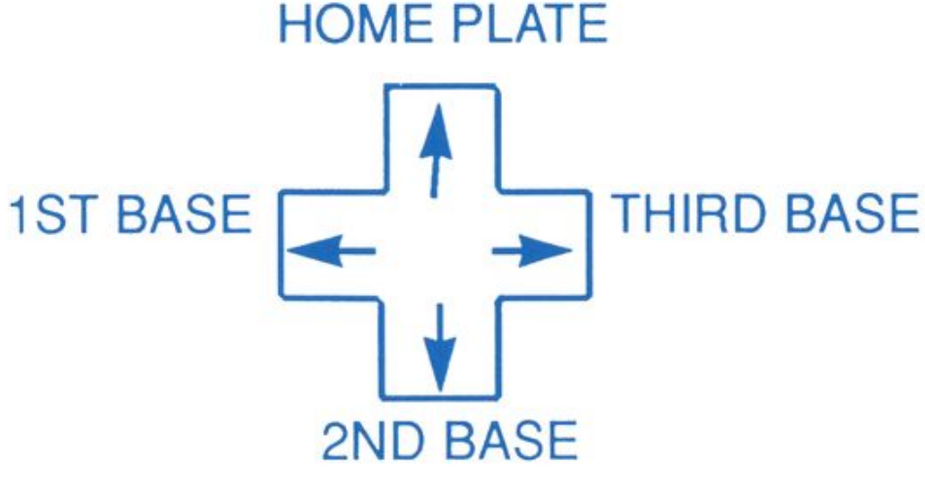
To change your lineup, press up or down on the Control Pad to position the red selection arrow next to the player you wish to remove from the lineup or change in the batting order. Press the A button.

A second selection arrow appears. Press up or down on the Control Pad to align this selection arrow with the new player from the bench (from the right side of the screen) that you want to put in the lineup, or with the player already in the batting

order (from the left side of the screen) that you want to swap lineup spots with the first player you chose. Press the A button. The two players you select will swap positions on the screen. Note that you can cancel the selection process by pressing the B button before you select the new player you want to bring into a spot in the batting order.

When you have finished making changes, press up or down on the Control Pad (or press the B button) to position the red selection arrow next to "READY" and press the A button. Next, the computer's (or Player 2's in a two-player game) STARTING ORDER SELECT screen appears. Repeat the lineup selection process for the or Player 2.

A WORD ABOUT BASES AS THEY CORRESPOND TO THE CONTROL PAD



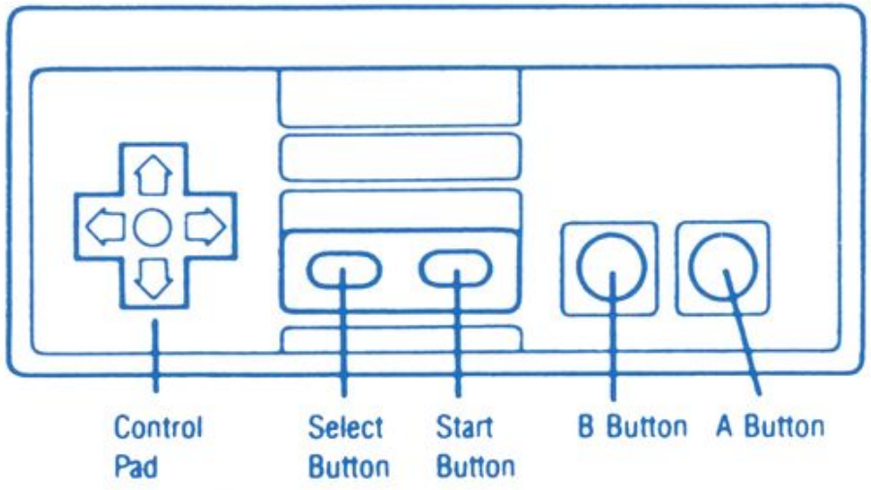
When using the Control Pad in conjunction with throwing or running the bases, keep in mind that up represents home plate, left represents first base, down represents second base, and right represents third base. Bases on

the Control Pad are set up in the same way as your on-screen point-of-view. You view the game from behind the fielders, so home plate is toward the top of the screen, first base toward the left, second base toward the bottom, and third base toward the right.

We call this to your attention because most baseball videogames are set up from the perspective of the batter, with home plate at the bottom, first base to the right, and so on. We changed the perspective, so we changed the controls accordingly. After you've played a few games, we're confident that it'll make perfect sense and you'll press the correct direction instinctively. Meanwhile, we hope you don't get frustrated!

CONTROLLER FUNCTIONS DURING A GAME

THE CONTROLLER



BATTING

SWING BAT LEVEL: **A** BUTTON (press and hold)

SWING BAT HIGH: UP and **A** BUTTON

SWING BAT LOW: DOWN and **A** BUTTON

BUNT: SELECT

CANCEL BUNT: SELECT or **A** BUTTON

MOVE BATTER IN BATTER'S BOX: LEFT & RIGHT on CONTROL PAD

BASERUNNING

ADVANCE BASERUNNER: CONTROL PAD (base headed for) and **B** BUTTON

RETURN TO BASE: CONTROL PAD (base returning to) and **A** BUTTON

STOP BASERUNNER: Press and hold **A** & **B** BUTTONS simultaneously

STEAL BASE: CONTROL PAD (base headed for) and **B** BUTTON

PITCHING

SELECT LOCATION: CONTROL PAD (location pitch should go) pressand hold while starting windup

START WINDUP: A BUTTON

INCREASE DEGREE OF LOCATION: Tap **A** BUTTON during windup (the more taps, the greater the degree)

INCREASE SPEED OF PITCH: UP during windup (the longer you press, the faster the pitch)

ATTEMPT PICKOFF: B BUTTON followed by throw to base

FIELDING & THROWING

MOVE FIELDER TOWARD BALL: CONTROL PAD (direction headed for)

CATCH BALL: Use CONTROL PAD to run fielder into path of ball

MOVE FIELDER WITH BALL: CONTROL PAD (base headed for) and **B** BUTTON

THROW BALL: CONTROL PAD (base throwing to) and **A** BUTTON

DIVE FOR BALL: CONTROL PAD (direction to dive) and **B** BUTTON

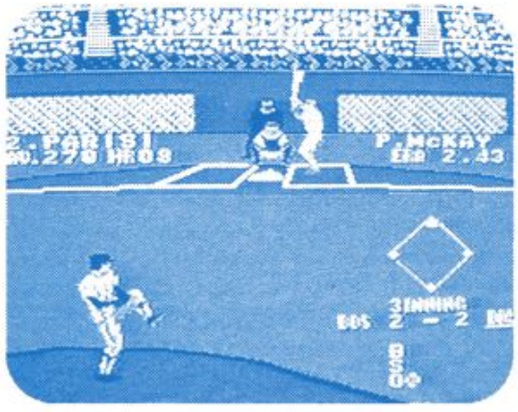
LEAP FOR BALL: B BUTTON

MAKING SUBSTITUTIONS

CALL TIME: START

BRING UP ROSTER: A BUTTON while time is called.

ON-SCREEN DISPLAYS



The batter's position in the batting order, name, batting average, and number of homeruns are displayed in the upper left-hand portion of the screen. The pitcher's name and ERA are shown in the upper right-hand portion of the screen. Note that when a pitcher's ERA is shown as dashes, he is tired and should be removed from the game. Rating points are deducted if you have a tired pitcher in the game.

The inset of the diamond on the lower, middle portion of the screen shows the position of baserunners, with homeplate represented at the top of the diamond, first base toward the left, second base toward the bottom, and third base toward the right. Below the inset, the inning, score, ball-strike count, and number of outs are displayed.

BATTING

MOVING THE BATTER IN THE BATTER'S BOX

You can move the batter closer to the plate or farther away from it by pressing left or right on the Control Pad.

SWINGING THE BAT

To swing level, press and hold the **A** button as the pitch approaches the plate. Timing is everything. Keep in mind that when you press the **A** button, you start the batter's swing, but the bat won't be in a position to hit the ball until a split second later because, just as in real baseball, it takes a little time to bring the bat from its starting position to a position where it strikes the ball. When those of us at Jaleco first started to play ***Bases Loaded 3***, we found it helpful to start the swing a little bit earlier than our instincts told us to allow time for the bat to come around.

You also can swing high or swing low. Press and hold up on the Control Pad and press the **A** button to swing high. Press and hold down on the Control Pad and press the **A** button to swing low.

BUNTING

To bunt, press SELECT as the pitch is delivered. To cancel the bunt (to take the pitch, for example), press SELECT again (or the **A** button).

BASERUNNING & STEALING BASES

ADVANCING BASES

When a ball is hit, the batter automatically runs to first. However, once he reaches first base, he's under your control. To advance to the next base, press and hold the direction on the Control Pad that corresponds to the next base (base headed

for) and press the **B** Button. While it only takes one well-timed press of the **B** button to advance the runner while holding down the proper direction on the Control Pad, we've found that if you repeatedly press the **B** button while a baserunner approaches and rounds a base, you'll run less risk of your baserunner not getting the message and stopping. When you have more than one baserunner on base, you'll have to get each of them moving individually, so start your lead runner and then start any trailing runners.

RETURNING TO BASES

To send a baserunner back to a base, press and hold the direction on the Control Pad that corresponds to the base your baserunner is returning to and press the **A** button.

Any runner you have on base when a ball is hit automatically takes off for the next base. Be careful to send runners back to a base when the situation warrants it. For example, if you have a man on second with fewer than two outs and your batter hits a routine flyball, your baserunner is going to head for third unless you stop him by sending him back to second. You'll have to get pretty quick at sending a runner back to a base or you'll find your runners getting doubled up on line drives caught by infielders.

To tag up on a flyball, you must first get your runner back to the base, then send

him on his way after the ball is caught by following the instructions given in the section entitled *Advancing Bases*. You can stop a runner dead in his tracks by pressing the **A** button and the **B** button simultaneously. The runner will remain stopped as long as you keep holding down both buttons.

STEALING BASES

To steal a base, press and hold the direction on the Control Pad that corresponds to the base you wish to steal and press the **B** button. To attempt a double steal, you'll have to start each baserunner separately. Start with the lead baserunner, then make the trailing baserunner take off.

PITCHING

Pitching can be as simple as pressing the A button — except the opposing team is going to start clobbering you if that's all you do. Pitching effectively involves several steps:

1. Select the location of the pitch by pressing the appropriate direction on the Control Pad (including diagonals). For example, to throw a pitch high and outside to a right-handed batter, press the up-left diagonal. A low pitch requires that you press down. For an inside pitch (to a right-handed batter), press right, and so on.
2. While still holding down the desired location on the Control Pad, press the **A** button to start the windup.

3. Next, you can increase the degree of the location you chose by tapping the **A** button. The more times you tap, the more you'll increase the degree. In other words, if your location is high and outside and you tap the A button three or four times, the pitch will be well out of the strike zone high and away. If you don't tap the **A** button at all, the pitch will be a little up and a little out but probably still in the strike zone. Practice this method and you'll be "painting the corners" in no time.
4. You can increase the speed of the pitch by pressing up on the Control Pad after you've started the windup. The longer you hold "up" down, the faster the pitch will be. For a blazing fastball right down the middle, just press the **A** button to start the windup and then press and hold "up" on the Control Pad for the ball's entire flight.

To attempt a pickoff, press the **B** button (the screen will switch to the fielding perspective) and then quickly press and hold the direction on the Control Pad that corresponds to the appropriate base and press the **A** button.

FIELDING AND THROWING

CATCHING A BALL

As soon as a ball is hit, a high, centerfield-based fielding perspective appears. To catch a ball, use the Control Pad to run your fielder into the path of the ball. You don't press any buttons to catch the ball unless you want to dive or leap. Just get in the ball's way and you'll catch it. Down moves a fielder back, up moves him

forward, and obviously left moves him to the left and right moves him to the right.

To make a fielder who has the ball run (in rundowns, for example), press and hold the direction on the Control Pad that corresponds to the base you want the fielder to run toward and press the **B** button. To dive for a ball, press and hold the direction on the Control Pad that you want the fielder to dive and press the **B** button. To leap for a ball, simply press the **B** button and don't mess with the Control Pad (or the fielder will dive instead of leap).

THROWING THE BALL

Press and hold the direction on the Control Pad that corresponds to the base you want to throw to and press the **A** button to throw the ball. Here's the trick, though: you've got to be real quick getting rid of the ball after you catch it or your throw will be extremely lame. In order to throw with a lot of zip, catching and throwing have to occur in bang-bang fashion. Until you get up to speed on this, you're going to have plenty of time to get steamed at your third baseman while his throws take a fortnight to reach first base.

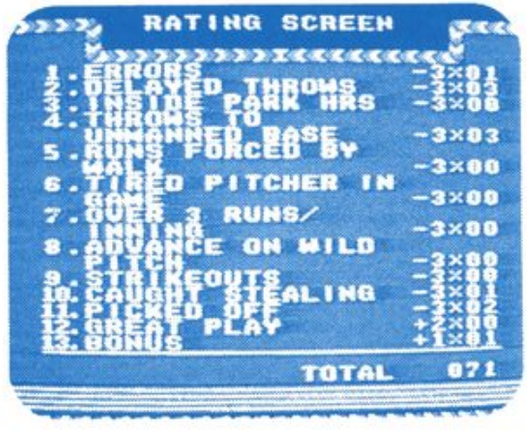
MAKING SUBSTITUTIONS

To bring in a pinch hitter or a relief pitcher, press START to call time. Then press the **A** button to bring up the MEMBER CHANGE screen. Make substitutions the

same way you make changes in your starting lineup as described in the section entitled *Changing Your Lineup*. Note that in a two-player game, only Player 1 (Controller 1) can call time. Hopefully, he'll do so if he's asked by Player 2.

THE RATING SYSTEM

The rating system, which is used only in a one-player game against the computer, is all important in *Bases Loaded 3*. During a game, your play is rated in 13 categories, and every time you make an error, strikeout, throw to an unmanned base, get picked off, etc., points are deducted from your starting score of 100. You'll know when you've lost rating points during a game, because you'll hear a short series of beeps.



If you lose a game, you won't get a rating and your next game will be against a Level 1 team, regardless of the level you just lost at. If you win a game, two rating screens are presented to you. The first rings up your total rating. After the rating appears, press up or down on the Control Pad to align the cursor with SEE RATING SCREEN and press the **A** button to bring up the second rating screen. This screen shows you the specific rating categories so you can see where you lost (or gained) points.

When you're finished looking at this screen, press the A button. Then press up or down on the Control Pad to align the cursor next to NEXT GAME to continue in the quest for your ultimate goal — to defeat a Level 5 team with a perfect rating of 100. Here's how the rating corresponds to the five levels:

RATING	LEVEL
90 or higher	5
80 or higher	4
70 or higher	3
60 or higher	2

If you score 90 or better in a Level 1 game, you'll move all the way to Level 5 for your next game. If you score in the 70's in a victory over a Level 5 team, you'll be dropped to Level 3 for your next game. Higher level teams are a lot tougher to beat than lower level teams. At higher levels, the computer team is more aggressive on the basepaths. They don't blow the rundowns the way they do in Level 1. The fielders get to the gaps much more quickly so hits are harder to come by. They throw the ball instantly after catching it (unlike Level 1 in which the fielders are a bit thick-headed about where to throw). The pitchers are tougher. Our experience tells us that you'll have a lot of high scoring games at Level 1 with lots of hitting. By contrast, Level 5 games generally are low-scoring affairs.

You'll need to know what areas of your game are being watched, so here's a list of the 13 rating categories and their point values:

	CATEGORY	POINT VALUE
1.	Making an error	-3
2.	Delaying a throw (when you don't get your throws off quickly)	-3
3.	Allowing an inside-the-park homerun	-3
4.	Throwing to an unmanned base	-3
5.	Forcing in a run with a base on balls	-3
6.	Leaving a tired pitcher in the game	-3
7.	Allowing more than three runs in an inning	-3
8.	Throwing a wild pitch that allows a baserunner to advance	-3
9.	Striking out	-3
10.	Getting caught stealing	-3
11.	Getting picked off (or doubled off a base)	-3
12.	Making a great play	+2
13.	Bonus	+1

TEAM ROSTERS

A list of all of the players and their statistics follows. *Bases Loaded 3* does not keep track of statistics generated as you play games. The statistics given in the following charts are meant only as a guideline to help you get a general idea of what to expect from each player. If you keep track of statistics from games you play, you may discover that players perform either better or worse than their statistics indicate in the following charts. A lot depends on your skill as a player.

Also note that Eastern Division teams do not use a designated hitter (DH) to bat for the pitcher, while Western Division teams use the designated hitter. If an Eastern Division team faces a Western Division team, the Eastern Division team plays with no DH while the Western Division team uses the DH. If your team plays in the Eastern Division, you can overcome this minor handicap by pinch hitting for your pitchers whenever it's their turn to bat. It's a good idea to change pitchers frequently anyway, because if they pitch while they're tired, points will be deducted from your rating in a one-player game.

EASTERN DIVISION (NO DH)

TEAM B — BOSTON

STARTERS		AVG.	HR
1. WALSH	L	.307	03
2. PETERS	R	.252	05
3. SCHURZ	L	.296	04
4. YEAGER	R	.270	28
5. LELAND	L	.387	18
6. DECKER	L	.307	11
7. VINEI	L	.270	13
8. STUART	R	.261	05
9. LEFTLY (P)	R	1.43	12

BENCH		AVG.	HR
MADDEN	R	.234	02
RUBIN	R	.225	00
RICE	L	.261	12
TORRES	R	.261	01
ZALES	R	.316	28
NAEBE	R	.287	10
SEITZ	R	.296	12
BORGE	R	.352	30
COSBY	L	.334	55

PITCHERS		ERA	ST
LAMZ	R	1.70	40
BROOKS	R	3.25	30
HINTON	L	2.96	25
CLARK	R	2.87	28
HARPER	R	2.25	38
McKAY	R	2.43	36
KELLER	R	2.25	23

TEAM N — NEW YORK

STARTERS		AVG.	HR
1. HARLOW	L	.270	00
2. TUZIL	L	.325	01
3. FETZER	R	.270	12
4. LLOYD	L	.307	20
5. SEDDON	L	.307	12
6. GRAFF	L	.261	08
7. MALEK	R	.252	06
8. KATZ	R	.261	04
9. ROGERS (P)	L	1.34	42

BENCH		AVG.	HR
VOLPE	R	.243	04
YORK	L	.287	01
YOUNG	R	.307	16
ZOLLER	R	.307	22
CORBIN	L	.252	05
KANEKO	L	.270	11
HARRIS	L	.352	09
SUTTON	R	.296	28
MARATI	R	.316	40

PITCHERS		ERA	ST
ABELL	R	2.87	26
KASPER	L	2.52	44
DECINA	R	1.61	22
FLECK	R	3.25	40
ZAPPA	R	3.87	28
MARTIN	R	4.25	36
SABO	R	1.07	48

TEAM P — PHILADELPHIA

STARTERS		AVG.	HR
1. QUADE	R	.270	05
2. McLEAN	R	.270	26
3. BAXTER	L	.287	04
4. O'NEAL	R	.343	40
5. RANKIN	R	.307	25
6. SQUIRE	R	.287	26
7. KUZEL	L	.307	24
8. WHITE	R	.234	02
9. WALTON (P)	R	2.70	40

BENCH		AVG.	HR
RAFFIN	R	.225	01
HAMM	R	.270	07
WOLFE	R	.270	08
JORDAN	L	.243	00
BLANCO	R	.252	02
PERONE	L	.252	01
DIAZ	L	.234	14
GRECO	L	.361	27
KOSNER	R	.334	25

PITCHERS		ERA	ST
GOMEZ	R	4.43	38
FLELDS	R	3.43	32
KRAUS	R	5.43	30
LITTLE	L	3.96	28
MIGEE	R	2.43	26
LUIS	L	2.61	24
GORSKI	R	1.25	36

TEAM A — ATLANTA

STARTERS		AVG.	HR
1. WAHLEN	L	.261	05
2. BAKER	L	.261	02
3. HANDEL	L	.270	04
4. WEEKS	R	.270	17
5. TATE	L	.307	33
6. DOPKE	R	.261	34
7. CAMPOS	R	.261	05
8. DOYLE	R	.270	02
9. SPINKS (P)	R	2.25	40

BENCH		AVG.	HR
LEWIS	L	.296	08
PAGE	R	.252	01
GRAHAM	R	.252	04
KAYE	L	.270	06
SOLGER	R	.307	01
CORTEZ	R	.307	01
TYLER	R	.261	04
MILLER	R	.307	41

PITCHERS		ERA	ST
ALBAN	L	3.96	30
RILEY	R	4.70	28
FORD	L	1.52	34
DONATO	R	2.43	36
HORI	R	4.61	26
BALCH	R	4.70	38
HARRIS	R	1.16	32

TEAM CL — CLEVELAND

STARTERS		AVG.	HR
1. KEYSER	L	.307	04
2. LAVIN	R	.261	02
3. ORTIS	R	.287	28
4. FERROZ	R	.261	43
5. DONLEY	L	.287	08
6. ALDINI	L	.261	11
7. STRAUS	R	.243	16
8. ADLIN	R	.261	00
9. TALBOT (P)	R	3.07	36

BENCH		AVG.	HR
HERTER	R	.252	06
KAPPEI	R	.243	00
BOWMAN	R	.296	01
HANLON	R	.207	01
WEISKE	L	.334	00
BREWER	R	.261	21
WATSON	R	.307	04
HART	R	.307	45
TWEED	L	.316	40

PITCHERS		ERA	ST
LOCKE	R	3.87	26
BAILEY	R	4.25	34
PEREZ	R	4.16	38
MUSSER	L	3.96	28
KACEL	L	4.96	20
CARTER	L	4.43	32
JAFFE	L	1.52	40

TEAM DC — WASHINGTON D.C.

STARTERS		AVG.	HR
1. CARNEY	L	.261	02
2. DRELL	L	.243	02
3. MARTZ	L	.307	07
4. BADELL	R	.307	27
5. PARTON	R	.334	16
6. KELLY	R	.287	03
7. HERZON	L	.252	01
8. KANZER	R	.270	03
9. McLEAN (P)	R	4.43	38

BENCH		AVG.	HR
BERMAN	R	.234	05
AGNEW	R	.296	01
LABANT	R	.270	01
PATTON	R	.287	03
PAPPAS	R	.261	06
VANER	L	.261	02
HEINZE	L	.261	01
SIMON	R	.296	28
LEVINE	R	.287	16

PITCHERS		ERA	ST
CARVSO	R	3.87	34
SHIELD	R	3.87	32
ALBERT	L	4.34	28
RAPPE	R	3.52	42
LATTIN	L	3.70	36
HASSEL	R	3.43	26
CHEZ	R	1.96	40

WESTERN DIVISION (USES DH)

TEAM DA — DALLAS

STARTERS		AVG.	HR
1. PATLEN	L	.307	07
2. PARIS	R	.270	08
3. FLYNN	L	.287	49
4. DUARTE	L	.287	30
5. OSWALD	R	.261	07
6. NORRIS	R	.287	20
7. BURNET	R	.307	05
8. MERRIL	R	.252	06
9. EVERS	R	.261	02
(P. OWENS	R)	1.43	40

BENCH		AVG.	HR
GLAZER	R	.334	00
LEE	R	.216	02
TIMMER	R	.252	07
FOWLER	L	.234	01
RICCI	R	.261	00
GIBSON	R	.234	10
CLOUD	R	.287	18
TRUMP	R	.307	40

PITCHERS		ERA	ST
HILL	L	2.07	38
VICTOR	R	3.43	34
BASKIN	R	4.43	26
HAPP	R	3.07	22
WHELAN	L	2.96	36
RACKE	R	3.43	30
TURNER	L	1.70	42

TEAM S — SAN FRANCISCO

STARTERS		AVG.	HR
1. LUCAS	L	.307	17
2. KELLER	L	.234	05
3. PORTE	R	.325	40
4. DOBSON	L	.307	33
5. GILAMN	R	.270	20
6. GIBCO	L	.296	30
7. OSTREY	R	.252	08
8. WATT	R	.234	05
9. MILLS	R	.243	05
(P MURPHY	L)	3.52	38

BENCH		AVG.	HR
SPRANG	R	.261	03
FERERA	R	.252	02
YAFFE	R	.270	00
WENDER	R	.243	02
BATES	R	.287	02
MUSCI	R	.307	05
VANDA	L	.361	22
DOWELL	R	.307	42

PITCHERS		ERA	ST
STERN	R	4.43	34
ORMAN	R	4.16	36
RAFAEL	R	2.87	28
VALDE	R	3.34	37
CATLOW	R	4.07	30
PADDEN	L	3.52	32
BAXTER	R	1.07	40

TEAM H — HOUSTON

STARTERS		AVG.	HR
1. DALTON	R	.307	03
2. TROJAN	L	.261	02
3. COOK	R	.307	31
4. LANGIS	R	.287	35
5. ERNST	L	.252	32
6. RUSCH	R	.270	16
7. SAVINO	L	.316	03
8. KUHN	R	.270	09
9. PIERRE	R	.316	08
P BURNS	R)	3.43	40

BENCH		AVG.	HR
REUTER	L	.225	01
HATA	R	.234	02
WEIMAN	R	.252	03
HUGHES	L	.234	00
McLEOD	L	.261	00
PARSON	L	.234	01
CHANG	R	.352	30
BRODIE	R	.296	26

PITCHERS		ERA	ST
ROBINS	R	3.52	33
WEBER	R	3.34	38
LEVITT	R	3.87	30
WAXMAN	R	3.70	22
PEARCE	R	3.87	35
PARKES	L	4.52	37
TILMON	R	2.07	36

TEAM L — LOS ANGELES

STARTERS		AVG.	HR
1. KILEY	R	.270	02
2. NELSON	L	.234	15
3. FLORES	L	.252	33
4. PROKOP	R	.270	34
5. ORITZ	R	.261	26
6. BELLO	L	.307	13
7. RUSELL	R	.252	13
8. MORRIS	R	.243	01
9. FISHER	R	.252	04
(P SERTA	R)	3.25	38

BENCH		AVG.	HR
JOSEPH	R	.234	00
VILLA	R	.252	03
BIRK	R	.270	03
RAGEN	L	.287	01
GALVEZ	L	.252	01
PERRY	R	.225	00
QUINN	R	.307	50
RAPPE	R	.361	10

PITCHERS		ERA	ST
CRUZ	L	4.52	36
KIRBY	R	3.43	26
WELLES	R	3.87	32
EVANS	R	3.43	34
PACE	R	4.43	33
CASATI	R	1.07	40
ALLEN	R	5.07	37

TEAM CH — CHICAGO

STARTERS		AVG.	HR
1. BENDER	L	.307	02
2. OSMOND	L	.316	01
3. SAHARA	R	.287	18
4. WESTIN	R	.316	34
5. OAKES	R	.261	18
6. MACKIE	R	.234	09
7. KABOT	R	.270	14
8. OAKTON	R	.243	11
9. MORTON	R	.243	07
(P RAINEY	R)	3.07	39

BENCH		AVG.	HR
LANDON	R	.225	00
HOWARD	R	.252	01
SHAW	L	.243	05
KLEIN	L	.252	06
FAYE	R	.243	04
TYSON	R	.234	01
TANNER	L	.307	36
BURTON	L	.387	26

PITCHERS		ERA	ST
BISKIS	R	5.43	38
FERRIS	R	3.70	29
DUNLOP	L	3.07	36
PACKER	R	3.87	28
CORTEZ	L	2.96	23
WEISS	R	4.43	34
RACHEL	R	2.07	40

TEAM DE — DETROIT

STARTERS		AVG.	HR
1. GARCIA	L	.287	02
2. VALLE	L	.270	02
3. UTTER	L	.307	17
4. REITER	R	.307	39
5. COLLIN	R	.261	10
6. LINDY	L	.287	12
7. JONES	R	.243	07
8. LORENS	R	.252	01
9. ADLER	L	.261	12
(P TYLER	R)	2.43	40

BENCH		AVG.	HR
ADAMS	R	.243	02
KAISER	R	.234	00
GORDON	R	.296	11
HUDSON	L	.287	01
SMITH	R	.225	00
BANOS	R	.243	00
WEAVER	R	.334	30
MILESR		.316	40

PITCHERS		ERA	ST
KAINE	R	3.87	37
BLESS	R	4.43	36
HUNTER	R	3.16	38
UDELL	R	4.70	32
SPEARS	R	3.07	24
DUNLOW	L	5.70	30
BARRY	L	0.70	48

TEAM E — EDIT

STARTERS		AVG.	HR
1. SAVINO	R	.270	02
2. BATHAM	R	.261	04
3. BRUNO	L	.361	19
4. PARSON	L	.316	27
5. VARNEY	R	.334	18
6. KELLY	R	.261	06
7. LONTZ	R	.252	03
8. MURRAY	R	.225	02
9. FARGO (P)	L	4.25	40

BENCH		AVG.	HR
CANTER	L	.216	13
FALBO	R	.325	01
LYNCH	L	.287	16
PARKS	R	.261	09
BELL	R	.243	10
HENLEY	L	.343	00
MENG	R	.216	18
KEMP	R	.270	04

PITCHERS		ERA	ST
ROSS	R	2.87	40
WATSON	R	3.25	30
BRAUN	L	3.61	30
WINTER	L	3.87	20
HELLER	R	2.07	20
RIVERS	R	1.34	20
AUSTIN	R	0.96	20

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- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
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- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A. Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may expereince seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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Here's how to enter:

Fill in the Official Entry Form, cut it out, and mail it before February 29, 1992. No purchase necessary. For alternate entry, see the Official Sweepstakes Rules.

Mail to: Perfect Player Sweepstakes
P.O. Box 8515
Prospect Hts., IL 60070

Name _____
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Address _____

City _____ State _____ Zip Code _____

Telephone (_____)_____ Age _____

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BASES LOADED 3™ "PERFECT PLAYER SWEEPSTAKES"

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2. To enter: Complete the Official Entry Form found in the Ryne Sandberg Plays Bases Loaded 3 Instruction Manual and mail to:

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P.O. Box 8515
Prospect Hts., IL. 60070

One entry per envelope. Entries must be postmarked by February 29, 1992, and received by March 15, 1992.

3. To request an Official Entry Form, send your name, address, and phone number to:

"Perfect Player Sweepstakes"
P.O. Box 8419 Dept. BL
Prospect Hts., IL. 60070

Include a self-addressed, stamped envelope. One entry per request. Requests must be postmarked by February 1, 1992, and received by March 15, 1992.

4. No facsimiles or mechanically produced entries accepted. Entries become the property of the sponsor and none will be returned. Not responsible for lost, late, misdirected, imcomplete, or illegible entries. Sweepstakes open only to residents of the United States, except employees and their families of Jaleco USA Inc., Nintendo of America Inc., their affiliates, subsidiaries, and their advertising, promotion and judging agencies.

5. Winners will be drawn in a random drawing conducted on or about April 1, 1992, by Promotion Activators, Inc., an independent judging organization whose decisions shall be final. Winners will be notified by mail. Odds of winning depend on the number of valid entries received.

6. In the "Perfect Player Sweepstakes," seven-hundred (700) Grand Prize winners will each receive a personally autographed and numbered Ryne Sandberg poster. Retail value: $50. Fifty (50) First Prize winners will each receive a Bases Loaded 3 Jacket. Retail value: $50. One-hundred (100) Second Prize winners will each receive a Subscription to Topp's Magazine. Retail value: $9.97. Total retail prize value: $37,997.

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8. To obtain an official winners list, send a self-addressed envelope before April 1, 1992, to:

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P.O. Box 8419 Dept. BL
Prospect Hts., IL. 60070

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